Indiana Jones™

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Welcome to the Earth circa 1934. This world is very much like your own from the not too distant past, but with one major distinction. The mythical artifacts of old? They are all real, Jumper, and they are very powerful. In this time period especially, there is no shortage of people willing to uncover and take advantage of them for their own nefarious purposes, but luckily, there is a certain “obtainer of rare antiquities” out there who pursues those same legendary items to keep them out of the wrong hands. Maybe you would like to join in the pursuit as well, eh?

You gain **[1000 CP]** to help you in your endeavors.

Backgrounds

You may choose your gender freely, but you must pay 50 CP to alter your age.

[Free] Drop-In: You jump into this world with no memories and no preestablished life. You may lack friends in this world due to this, but maybe you can meet some adventurer and be pulled along into their escapades. Who knows? Roll 1d8+20 for your age

[Free] Archaeologist: Archaeology in this world is a little different to our own, involving a bit more action and death traps than usual. You are a mix of adventurer and scientist, one of the few to risk those hazards in order to uncover mankind's history through what we have left behind, and keep it out of the wrong hands. Roll 2d8+20 for your age.

[Free] Influential Ally: Those in the field really couldn’t do it without you. You leave all that “adventuring” craziness to others. You are an influential individual, whether you are a museum curator, a friendly businessman, or simply a wealthy benefactor. You know, someones got to facilitate and fund all these expeditions! 2d8+30 for your age.

[200 CP] Villain: You’re one of the many people wishing to gain personal power from ancient history, and one with the resources to seek it. You do what you do for anything from money, to insane religious devotion, to ideological fanaticism. Make sure not to meet the same gruesome ends as the others though, okay? Roll 2d8+20 for your age.

Location

You start in 1934. The Nazis have just recently come to power, the Thuggee Cult has been expanding for some time, and many people are currently searching for artifacts for various reasons across the world. Perhaps a good place to start your own search would be one of these.

Choose one of the following or roll 1d8 and gain 50 CP

1.) Marshall College: You wake up at a secluded desk in the library of Marshall College in Connecticut. This is the school in which the one and only Dr. Jones currently teaches. Perhaps, if you're lucky, he may even be here giving a lecture right now.

2.) Alexandria: You drop into an alley located next to a busy market in Alexandria, Egypt. This coastal Mediterranean city is ancient, and has been home to numerous great wonders throughout its long history, such as the lost Library of Alexandria and Pharos at Alexandria.

3.) New Delhi: You find yourself knee deep in the Yamuna River in Delhi, India. Currently serving as the capital of the British Raj, it is one of the most bustling and populated cities in the world, with countless people and places to see.

4.) Shanghai: You awake in a pre-paid room at a hotel in Shanghai, China. As a metropolitan center of commerce, finance, and culture, people from all over the world can be found here, but just make sure to watch out for the organized crime syndicates…

5.) New York: You find yourself staring at an exhibit in the National Museum in New York, USA. This is one of the most influential cities in the world, and is currently the most populous city in America.

6.) Manaus: You find yourself in a canoe not too far from the shore of Manaus, Brazil, a city right next to the River Negro, and in the center of the Amazon Rainforest. Who knows what that great expanse of nature could hold? There's only one way to find out.

7.) Berlin: You drop into a quiet cafe not too far from the Brandenburg Gate in Berlin, Nazi Germany. While things may seem relatively calm for now, if you’re not friendly with the regime, this place can quickly prove to be very dangerous.

8.) Free Choice: Lucky you! Choose anywhere on Earth, including places not on this list to be your starting location, with the exception of lost ancient ruins. Those, you need to find on your own.

Perks

Perks for your chosen origin are considered 50% off with 100 CP perks from your origin being free.

General Perks

[Free] Linguist: If only you spoke Hovitos. Well, with this perk, now you can! Choose any three languages found on Earth, either currently spoken or ancient. You can now speak and understand them fluently, which could prove to be very useful if you intend to be doing a lot of traveling during your time here. Additional purchases are 50 CP.

[100 CP] Immunization: You know, traveling, as you will probably be, means you will likely run into all sorts of nasty infections. If you take this perk, it should help remedy that. You are now completely immune to any and all mundane parasites and infections found on Earth, with them dying the second they try to attack you. As an added bonus, any diseases that you could potentially spread will simply never do so, which could be very useful if you don't want to kill off an entire isolated indigenous population.

[100 CP] Travel Montage: Sitting on a plane or boat or whatever else for hours on end can prove to be rather boring, so it's lucky that you can take this perk! Whenever you begin to travel, you have the option of skipping the transit, and instead view a short montage in the same style as those seen in Indiana Jones. To everyone else, you're still there being you, it's just that you personally dont have to sit through it. If danger is present or something requires your attention, you will be brought back into the moment.

[200 CP] Action Hero: This perk is a three in one purchase essential for anyone expecting certain risks that come with adventuring. The first part of this perk is that you are now proficient in firearms, to the point you can reliably hit moving targets from decently far out. The second is that you are now decent in a brawl, being able to throw a mean punch and fairly reliably dodge blows. The third is that you are now an expert in the use of a whip, with a knack for using it in creative and effective ways.

[200 CP] Jockey: This is a very useful perk to have if you get yourself into a car chase. You are now an expert at driving any type of motor vehicle as well as riding horses. Additionally, whatever your riding or driving is now supernaturally faster than it has any right to be, and will tire or run out of fuel far slower than usual. A horse could outpace a 30s era car, and a 30s era car could outpace some modern ones, so long as you're the one that's doing the driving.

[200 CP] Occult Power: Perhaps you're already well on your way to gaining power of your own. You now have a minor magical ability related to one real world set of beliefs or occult practices. Some potential examples would include: Alchemy, Kabbalah, Hinduism, Divination, Christianity, and many more. The raw power of these magical abilities is about equal to other examples of magic feats seen by characters throughout the series.

[300 CP] Making It Up: You kinda just make it up as you go, huh? You are able to think up effective plans of action on the fly, and these plans work far, far better than they have any reason to. So long as the plan on paper should work if you don't think too hard about it, odds are it's gonna work. Jumping out of a plane with a large inflatable life raft? Not a single injury will be sustained. Chasing after a truck on horseback? The trucks won't speed up and outpace you, giving you time to catch up.

[300 CP] Hocus Pocus: Magic? It's a lot of superstitious hocus pocus! While that may not necessarily be the case, when you come into the equation, it might as well be. Any supernatural item that you handle, cursed or not, with will not affect you negatively. You could drink from the False Grail or look into the Ark of the Covenant for hours and no harm would befall you. This doesn't mean that their positive effects are gone however, as those seem to work just fine when you handle these artifacts. Be careful giving those same items to others, however, as they will not share your protection.

[400 CP] Fortune and Glory: Now, whenever you go to future jumps, there will always be some kind of setting-related valuable and powerful artifact and amazing ancient ruin or two filled with booby traps just waiting to be found, and the leads to find these places always seem to wind up in your hands. There will also always be some form of bad guys trying to find them, but luckily they usually get their comeuppance like in the movies if you fail to get it before they do, though it unfortunately also makes the artifact disappear. Essentially, this will allow you to go on Indiana Jones-style adventures and find artifacts in future settings. This perk is togglable.

Drop-In Perks

[100 CP] Looks: Weren't you just traveling through a jungle for an entire day? How is it that you still look so good? It's probably because of this perk. You are now a 10/10 in terms of looks, and additionally, no matter what conditions you find yourself in, that will not diminish, as you and the clothes you wear will only ever get dirty or smell unpleasant if you want to, or if there is a practical reason for it. As an additional bonus, you are now excellent at "Nocturnal activities", as Indy likes to put it.

[200 CP] Love Interest: The love subplots are one of the most famous parts of Indiana Jones, and now your adventures can have similar effects. Now, whenever you travel with someone and there is even a small attraction or chemistry between the two of you, it can be guaranteed to slowly blossom into something more if you let it. Additionally, romantic scenarios tend to occur more frequently when you are on adventures. Oddly enough, the perk works at a faster rate when you are in danger. This perk is togglable.

[400 CP] Underestimation: People tend to seriously underestimate you, to the point they let their guard down and put themselves in precarious positions due to it, so long as they are not aware of who you are and what you're capable of. Trying to get a random thug to follow you into an ally away from his gang? He'll put himself in that situation without a second thought. Trying to convince someone to get drunk while they're interrogating you? Why not? What are you going to do, right?

[600 CP] Jumper Fatale: Aren't you quite the charmer? Some of your enemies now certainly think so, at least. Whenever you meet someone who is opposing you, so long as there is some form of attraction, there is a chance that they will develop an infatuation with you, one that is strong enough that they begin making critical errors, refuse to kill or harm you, start self sabotaging, or even outright betray their side so long as it would help you out in the end. This perk is togglable, if you don't want your enemies falling for you for a bit.

Archaeologist Perks

[100 CP] Archeology 101: You gain a college graduate level of academic knowledge based around an anthropological field of your choice, being well studied in everything from field techniques, to history, to any general knowledge that you'd need. Additionally, if you want, people will generally defer to you on matters related to the field you choose. Won't help you disarm a booby trap or fight bad guys, but at least you have the essentials of the profession down. Defaults to Archaeology.

[200 CP] Keen Eyes: In this world, you can pretty much guarantee that there will be some kind of hidden passage or booby trap around the corner in any of the many ancient ruins you'll discover. Luckily, when such events occur, you're now prepared. You now have an excellent eye for small details in an environment that would tell you something might be amiss, and as such can almost instinctively tell when there is a secret passage or booby trap nearby. Doesn't help you deal with them, just find them.

[400 CP] No Ticket: You're an excellent liar, with such confidence in your lies that those around you almost always fall for them, even if they shouldn't be that convincing. Disguised as a German zeppelin captain while speaking English? Your confidence in your act will genuinely fool everyone on the flight into thinking you are actually the captain. Additionally, you're a decent actor with a particular knack for mimicking accents.

[600 CP] Plot Armor: Considering all the risk you'll likely be putting yourself in while you're here, this perk will probably be a pretty good safety net to invest in. You are now far luckier when put into life or death situations. Bullets, arrows, and the like will almost always miss or hit somewhere non-lethal when fired at you, booby traps are more likely to turn out to be duds or miss you entirely, and so on and so forth. The only issue is that this perk will on random, though fairly rare occasions, fail, so while this can certainly help keep you alive, it won't make you invincible. In other words, it gives you a safety net, but don't go and do something stupid because of that fact.

Influential Ally Perks

[100 CP] Manager: You are now an expert in the management of a single type of institution of your choice. This would include things like museums or corporations. On top of your skill chosen area, you also now do not need to be involved in the day-to-day operations of your institution for it to function smoothly, so long as you are technically in charge. Such details automatically sort themselves out without your input, though your institution will only remain stable and not grow until you put in the work for it to do so.

[200 CP] Best In Egypt: Well, it doesn't necessarily have to be Egypt, but you are the best in a single trade profession of your choice within the country that you call home. This could be anything from excavation, to blacksmithing, or anything else that falls under the category of being a trade. No matter what you choose, you are your country's leading expert in the job, and you're almost instinctively well regarded by those in the profession as one of the best.

[400 CP] Perfect Ally: While not a perk that will keep you in the limelight, the incredible usefulness of this cannot be understated. Do you need to smuggle something? You now inexplicably know a guy. Can't find a car? Borrow a friend's, who just so happens to have one nearby. Someone needs you to deliver something that's currently being hunted? You'll meet an associate who'll help you evade your pursuers. The only issue is that this perk will only activate if you need to help out a friend with their endeavors.

[600 CP] Top Men: When they say "Top Men" they're usually referring to people in a similar situation as you. A government of your choice, at the start of each jump, will offer you a position within its highest echelons, with all the influence that gives you. You can choose what department or branch of the government you are a part of, but no matter what, the effects are the same. Now, almost no information or place in your chosen country is off limits to you, you have a major say in government affairs, and you can easily get a few political favors you can use for whatever you need to.

Villain Perks

[100 CP] Check Yourself: A lot of the antagonists we see throughout the series tend to meet terrible fates at least partially at their own hands. Belloq opens the Ark, Mola Ram is burned by the Sankara Stones and subsequently falls to his death, Walter Donovan drinks from the False Grail, and the list goes on and on. With this perk, you can now avoid such a fate. Whenever you are about to mess with something that is guaranteed to kill you, you instinctually get the feeling not to toy with it.

[100 CP] Tell You Everything: You know they will. You are now capable of being a very, very scary person when you want to be. With just a few moments of looking around an environment and analyzing whoever you are looking to intimidate and/or interrogate, you are able to identify who and what would be most useful for striking fear into your target. This works fast enough that you can enter a room, have a nice chat for a bit while looking around, and then turn around knowing exactly what would work best.

[200 CP] Nazis in Cairo: How did you get permission to be here? Isn't this territory under the control of your enemies? Well, such issues will no longer be a problem for you with this perk. Whenever you and those aligned with you operate within an enemy's territory, they are now far less likely to object to, or even notice in some extreme cases, what you are doing, so long as you don't directly and openly oppose them. After all, appeasement always works out for the best, right?

[400 CP] Cult Following: You are now able to inspire incredibly high levels of loyalty in those that decide to follow you and your ideals. This isn't just normal loyalty, though, this is practically fanatical. You could kill one of your own men right in front of the others in order to save yourself, and it's likely that none of them are going to bat an eye. This perk only works on those that serve under you, and not those who are allied to your cause or are above you in any given hierarchy.

[600 CP] Plot Armor Null: How many times did Indy survive getting fired at by dozens of goons or even automatic fire? Too many for your taste, and now you won't have to worry about it! Now, whenever you meet an opponent who has any sort of plot armor, whether or not it's actually there in canon, reality will come crashing down on them, making the most likely result of their actions the one that will happen. You open fire on someone with a submachine gun? Odds are, that person's dead. You and an enemy are stuck on a falling tank? Well, if you're going down with it, they for sure are as well, at the very least!

Items

Items for your chosen origin are considered 50% off, with 100 CP items being free..
Additionally, you will be given a **[400 CP]** stipend for items only.

General Items

[Free] Iconic Hat: You gain a hat that always looks great on you. It will never fall off under normal circumstances, (Getting punched in the face is not a normal circumstance) and in the cases where it does, it will always somehow find its way back to you. Defaults to being a brown fedora, but can be any style of hat that you want.

[50 CP] Indiana Jones Series: You gain every single one of the Indiana Jones books, games, and movies. If that was what you got, this would not be that substantial of an item, so to sweeten the deal, you also get retellings of all your adventures in the style of the Indiana Jones movies, and this collection will continue to expand to include adventures you go on as you finish them. Comes with a dvd player for the games and movies.

[100 CP] Sidearm: This pistol is of a model of your choice, so long as it existed in the late 1930s or before. There are a few major differences between this one and its normal equivalents, however, as this gun comes with infinite ammo, never needing to reload, it never jams or malfunctions, regardless of the conditions it's being used in, and its stopping power is insanely high, being capable of firing rounds through three grown men in a row with shocking ease.

[100 CP] "X": A certain professor has remarked that "X" never, ever, marks the spot. Perhaps you would like to prove him wrong? This item takes the form of a blank piece of weathered paper. Once every ten years, or at the start of the next jump, whichever comes sooner, when you write the name of something or someone you are looking for on the paper, it will show you a detailed map and instructions on how to find whatever it is that you're looking for.

[200 CP] Ancient Ruin: There are a great deal of amazing ancient marvels in this world, so it would be a shame if you couldn't keep one or two for yourself, wouldn't it? Choose any ancient structure from the Indiana Jones series. You get an exact replica to take with you into future jumps as either a warehouse attachment, or as a building you can place in the world. Comes with booby traps and other features that only activate against those you wish for them to, but does not come with the artifacts they held.

[200 CP] Tanks, Planes, and Cutters: Pretty much exactly what the title describes. This item is a bit of a catch-all for some of the unique vehicles seen throughout the series. You can choose from one of three. The first is a MK VII Tank, which comes with a cannon on a turret and a sponson on either side. The second is a prototype luftwaffe twin propeller flying wing armed with machine guns for both a pilot and a tail gunner, the third is a Soviet Jungle Cutter with massive saw blades and wood chippers that allows it to cut a roadway through dense vegetation. Respawns weekly if damaged or destroyed.

[200 CP] Zeppelin: Well, the Germans sure know how to travel in style, and now so can you! You gain a zeppelin identical to the D-138, a top of the line luxury aircraft, with all the fine amenities a wealthy traveler of the time could expect from one. Unexpectedly, it also comes with a bay capable of holding up to two aircraft for when you want to fly on your own or make a daring escape. It comes fully staffed by followers and respawns monthly if damaged or destroyed.

[400 CP] Fiat Stamp: You will probably come across all sorts of interesting items on your travels here, so why not take them with you? These invisible ink stamps can be used on any one man-portable item to give it the same properties as an item you can purchase with points. All you have to do is find the item you want. The item you use this on will work as intended without issue, reappear in your warehouse if lost or damaged, and do all the other things items do. If you want to put this effect on another item, simply stamp the new item, though the old one then loses its jump fiat backing. You gain 3 of these stamps.

[400 CP] Hangar: You gain a warehouse with an area of 100,000 square feet and a height of 30 feet attached to your primary one. This one looks not too dissimilar to hangar 51, where the American government puts away all the powerful items they collect. Anything put in here will automatically be put into invincible wooden crates openable only with your permission. These boxes keep the item safe, and prevents them from degrading from age. If you want an item, an NPC will appear out of nowhere and go and retrieve it for you, before yet again disappearing.

Drop-In Items

[100 CP] Melee "Weapon": When you're backed into a corner, having anything to defend yourself with can make all the difference. You gain a melee weapon of your choice, so long as it could be found in the 1930s or before. This doesn't even need to be an actual weapon, if I'm being honest. It can be anything from a frying pan to a rolling pin to a sword. Regardless of what you choose, it will be thrice as effective as a standard version. Swords are sharper, frying pans hit harder, etc.

[200 CP] Fine Drink: You gain a constantly refilling bottle of an alcoholic drink of your choice. No matter what you choose, it will taste great. It is unique in that it is incredibly strong, with only a glass or so needed to get someone drunk, and it will not affect you if you don't want it to. As an added bonus, anyone you offer a drink of this to will find it incredibly difficult to refuse, and when drunk on this, they seem to become friendlier than normal.

[400 CP] Dive: It's not really a dive, it can actually be quite nice if you want it to be. You gain an entertainment or food-based small business of your choice. This can be anything from a restaurant to a nightclub to a bar. It comes fully staffed and will passively make you a good deal of money, but more importantly, interesting people doing interesting things, like going on quests or heading out on an expedition, often find themselves here. These individuals are often also looking for someone to take with them, and will give you an offer to tag along if you want.

[600 CP] Jumper's Palace: This palace is a sprawling beautiful structure of a design of your choice, with areas each more comfortable and luxurious than the last. It comes with dozens of rooms and several buildings which can be personalized to your liking, within reason. Want one to be a courtyard with a menagerie of exotic animals? No problem. A massive dining hall constantly filled with fresh delicious delicacies? Of course! It comes fully staffed by followers that work in any job a palace like this would have, including entertainers.

Archaeologist Items

[100 CP] The Basics: What archaeologist can truly say they're prepared without these? You get two items, a whip and a satchel. The whip is unique in that it has the ability to latch itself onto certain structures or areas, in such a way that you could climb or swing using the whip, with enough durability to support the weight of 3 fully grown men. The satchel is two times larger on the inside than it should be, is very durable, and will not fall off of you or lose items put in it.

[200 CP] The Steed: You can decide between a horse or a BMW Motorcycle. Regardless of your choice, these are not mundane rides, as they tend to conveniently appear nearby whenever you need to either make an escape or give chase to someone. Additionally, if you choose the horse, it is very smart for its breed, almost always knows what you want it to do before you direct it to, and never tires. If you choose the BMW, it handles incredibly well, never runs out of gas, and comes with a bulletproof sidecar.

[400 CP] The Key: A lot of these ancient ruins usually need some kind of key, password, or otherwise unique item in order to gain access. It sure would be embarrassing if you made it all the way to a temple and forgot the key, so luckily you can use this item to avoid the issue entirely. This takes the form of a universal key, which will shapeshift into whatever you need in order to gain access to somewhere.

[600 CP] The Relics: This item is very simple. You gain discounts in the artifacts section that you can use for leads, and only leads, with either one 50 CP or one 100 CP tier lead being free with the discount applied. After all, what kind of archaeologist would you be without a relic or two to pursue?

Influential Ally Items

[100 CP] Funds: You know, when I said that someone's got to fund all these expeditions, I wasn't kidding. This item will certainly help with that aspect, atleast. You have about $1,000 in cash, which when adjusted to modern day money, equals about $20,000. This money, when spent, somehow won't mess with the economy, and you gain a full $1,000 every month. This money will additionally adjust to compensate for inflation, and different currency types.

[200 CP] Jumper's Wind: You gain a vessel similar to the Bantu Wind, which comes fully staffed. Any searches performed on the ship will only discover what you want them to, and voyages via this ship will also be completed in a fraction of the time normally needed. Additionally, this vessel will update to be a modern ship in the setting it finds itself in, so it will always be useful. You can choose for it to take a previous form it had before the start of any future jumps, if you don't want to freak out normal sailors.

[400 CP] Museum: Perhaps all the relics you'll find belong here, eh? This is a massive museum with architecture of your choice. Anyone who goes here will find themselves interested and engaged with the exhibits you have on display, and it will inspire a respect and love for history in those who visit. Additionally, it will receive funding from the government it currently resides in the ballpark of around 100,000 dollars a year to supplement its earnings from guests, though this can only be spent on the institution.

[600 CP] Army Intelligence: The Lost Ark would never have been kept out of the hands of the Nazis if it wasn't for the efforts of organizations just like this one. You gain an intelligence agency located within the borders of a government of your choice. It comes with all the specialists essential for running such an agency, including dozens of spies, dozens cryptographers, hundreds of bureaucrats, and many more. Comes with a building located near the capital of the government you choose, and is given a good deal of leeway by the country to do what you need them to do. Comes fully staffed.

Villain Items

[100 CP] Artificial Artifacts: If you bury something in the sand for 1,000 years, it becomes priceless. This item will allow you to test that theory. You gain a box filled with sand. Any item you put into this sand will then disappear. In the next jump, or when ten years have passed, you will be given a location somewhere in the world where this item has been placed to sit and age for 1,000 years. You can then go dig it up, and anyone you show it to will regard it as a valuable artifact worth a fair sum of money.

[100 CP] Goons: No big bad is complete without having people under them willing to do the dirty work. You gain 20 armed followers, which are customizable to fit your “style” (faction, goals, etc.). The weapons they come with cannot be more advanced than what can be found on Earth circa 1934. They are good for guarding things, intimidation, or keeping order, but don't expect them to do much more than slow down or at best injure people on the level of Indiana Jones on their own. Respawn weekly if killed.

[200 CP] Convoy: Why not have you and your underlings travel in style? You gain a convoy consisting of a staff car, a military transport truck, a troop car with a mounted machine gun, and a pair of motorcycles. They handle just as well as any other vehicle of the same make, and are a model of your choosing, so long as they are from the 1930’s or earlier. It’ll be up to you to find people to operate them, though. Respawns weekly if destroyed.

[400 CP] Gold Mine: You’ll probably be incurring a lot of expenses related to your various plots, so this item will definitely prove useful in keeping you in the black. You gain a mine or oil field responsible for the extraction of large amounts of valuable materials equal to about 250,000 dollars a year in 1930’s money. You may choose between gold, gems, and oil. No matter your choice, the area will never run out of resources. Comes fully staffed in order to keep the operation running.

[600 CP] Secret Base: A lot of the more powerful and unscrupulous people in this world tend to have secret bases, and now so do you. This base is highly customizable, but regardless it has two universal features. The first is that it is very difficult for governments to discover this base when you don’t want them to, with them almost always overlooking any suspicious happenings around the area this is placed. The second is that it has a unique signature feature similar to those seen in Geheimhaven and the Temple of Doom. it's up to you what this feature is, but so long as it's not too far beyond the two previously mentioned, go crazy. Comes fully staffed.

Artifacts

While usually you would spend the CP and then immediately get the item, where's the fun in that? You're in the world of Indiana Jones! Why not get in the spirit of things and go out and find these amazing relics yourself? With each purchase, these items will be added into the world, and you will be given a lead to find them. If you truly want to just get these items without the adventure, simply ruin the fun, and pay double.

50 CP

[King John's Jewels] In 1216, King John of England traveled alongside a baggage train filled with gems, diamonds, gold, silver, and even the original crown jewels of England. During his travels, he sent this baggage train across a route that was only safe to travel during low tide, and many of the wagons did not escape the tide in time and were never seen again, carrying about $1,000,000 (In 1934 money), including the crown jewels, with them. Replenishes once a jump, or once every 10 years, whichever comes first.

[Treasure of the Llanganatis] During the Spanish conquest of the New World in 1533, Francisco Pizarro captured the Inca king Atahualpa. In exchange for his freedom, Atahualpa promised him a massive amount of gold and silver treasures, valued at about $1,000,000 (In 1934 money), which Pizarro accepted. It is said that during the transport of this treasure, Athualpa was killed, and upon hearing this news, the Inca general Rumiñahui had the treasure hidden away in an unknown location. Replenishes once a jump, or once every 10 years, whichever comes first.

[Confederate Gold] During the start of the American Civil War, as the Union's troops were marching towards New Orleans, supposedly the Confederacy quickly and quietly moved about $1,000,000 (In 1934 money) worth of gold to a bank in Georgia for use in the CSA Treasury, though after that point, where it went is a mystery. It is said that the gold was hidden away during the collapse of the CSA, to be used if the South ever were to rise again. Replenishes once a jump, or once every 10 years, whichever comes first.

[Alaric's Treasure] When the Visigoths, led by their king, Alaric I, sacked Rome, they took with them untold treasures as they journeyed from the once eternal city to the south of Italy, where the king was said to have soon after died at an unknown place, being buried alongside the plundered treasure of Rome. This treasure is estimated at around 1,000,000 dollars (In 1934 money). Replenishes once a jump, or once every 10 years, whichever comes first.

100 CP

[Helm of Awe] Sometimes called the Helm of Terror, it was initially part of the hoard of the dragon Fáfnir. The Helm of Awe was taken as a trophy by the hero Siegfried after he had slain Fáfnir, becoming one of his most iconic treasures. The Helm of Awe is a golden viking-style helmet with the ability to inspire fear in all mundane living creatures, big or small, to varying degrees. It is said those who consider themselves fearless are inevitably humbled when in the presence of those who wear the Helm of Awe.

[Uchide no Kozuchi] A hammer which is said to have been in the possession of Daikoku-ten, one of the seven lucky gods of Japan. The hammer itself is not overly impressive looking, being made of simple wood, though once a day, when its wielder taps a surface with it, it will produce anything that the wielder currently desires, within reason. It can tap out a couple grams of gold, a bottle of wine, or a nicer pair of shoes, for example.

[Sword of Attila] Also known as the Sword of Mars, this ancient blade was the favored weapon of Attila the Hun, one of the most fearsome enemies of the Roman Empire. The sword was claimed to have been blessed by Mars, the god of war, which is a fair assumption to make, as those who wield it inexplicably and instantaneously find themselves more skilled in sword fighting, as if they had trained with the blade in their hand for years.

[Agbavboko] Agbavboko is a magical bag that was said to have been given to Ewuare, one of the greatest kings of Benin, when he performed a favor for a jungle spirit while he was in exile. The bag's interior infinitely expands to hold whatever is put into it without increasing in weight, though if it's too large to pass through the opening, it won't fit. Additionally, whatever it is that you want to retrieve from the bag will be the first thing you pull out every time.

200 CP

[Peach of Immortality] Eaten by the deities of China to ensure their continued existence at grand feasts hosted by the Jade Emperor, the Peach of Immortality does exactly what its name would imply, granting people longevity by extending their lifespan by an additional 200 years per fruit, while also bringing those that consume them back to their physical prime. The peach will respawn once every jump, or once every 50 years, whichever comes first.

[Syamantaka] An artifact for the truly selfless, Syamantaka is a gem that initially belonged to the Hindu sun god, Surya, before he passed it down to king Satrajit. The holder of Syamantaka is able to give a land of their choice a blessing, which will bring the land plenitude while also preventing droughts, floods, famines, and earthquakes. The wonderful effects of this gem have a catch, however, as they will only work when the owner of the gem is acting virtuously.

[Gae Assail] One of the legendary spears said to have been in the possession of the Irish god of justice and war, Lugh, which was taken as tribute from the children of Turill Piccreo. Gae Assail has two abilities. The first, is that when its wielder says "Ibar" and throws the spear at a target, it will unfailingly hit its mark. The second, is that when its wielder says "Athibar", Gae Assail will dematerialize and then reappear in its wielder's hand.

[Arrow of Brahma] One of the three arrows of the Hindu god Brahma used by Rama to kill the demon king of Sri Lanka, Ravana**.** The tip of the arrow is bright and white hot, being made of plasma with a similar heat to that of the sun, while the "feathers" are made of ethereal wind. When fired, it will travel thrice as far as a normal arrow and, on impact, it releases a devastating amount of solar fire and energy equal to that of a high explosive, and will reappear on the wielder's person after a week has passed.

300 CP

[Ring of Dispel] A ring supposedly given to Sir Lancelot of the Round Table by the Lady of the Lake while he was on his way to be knighted, the Ring of Dispel is capable of temporarily, though completely, nullifying any single item or area's magical effects, for up to an hour a day. Additionally, for one minute a year, the ring is able to completely nullify all magic within 100 meters of themselves, with the exception of that which its wielder allows to exist. Time it just right, and this effect can be incredibly useful.

[Helm of Hades] Also known as the Cap of Invisibility, it is said to have been owned by the Greek god of the underworld, Hades, before passing hands between Hermes, Athena, and finally Perseus. This bronze ancient Greek style helmet is capable of turning those who wear it not only invisible, but nigh undetectable by mundane means. The helmet makes things like footsteps or other sounds muffled, the wielder manipulating objects or opening doors generally will now go unnoticed, and much more.

[Gem of Kukulkan] Said to have belonged to Kukulkan, the feathered serpent deity of the Mayans and responsible for bringing the four elements to the world, the Gem of Kukulkan was the only gem of the great elements that he had kept in his possession, being that of air. This artifact gives one the ability to manipulate the air in their surroundings, though takes practice to use to its fullest potential. Things like creating vacuums or flight are entirely possible with this.

[Durendal] The sword belonging to the legendary French paladin Roland. Said to contain the tooth of Saint Peter, blood of Saint Basil, hair of Saint Denis, and a piece of the raiment of the Virgin Mary, this holy sword is not only invincible, but also the sharpest weapon in all of existence, cutting through any material as if it were soft butter. It's lucky it has a cross guard, or else if you dropped it, it would bore to the center of the Earth. Comes with a scabbard capable of holding it.

400 CP

[Book of Thoth] A book on the arcane written by the Egyptian god of magic and knowledge, Thoth. This book contains knowledge on over 100 spells of varying power and complexity, with some even outstripping the power of other magical feats performed by people throughout Indiana Jones. It does not automatically give you the ability to use the spells, but instead gives you instructions on how to train yourself to do so. The amount of time it takes to learn a spell varies depending on the power of it, from anywhere from a week to a year.

[Tablet of Destinies] A clay tablet that is said to confer upon the Babylonian god Enlil supreme authority over the laws of the universe. While unfortunately the tablet doesn't give you such omnipotence, this artifact can allow you to break one of the universal laws of nature, that being that matter cannot be created or destroyed. Once a day you may destroy and/or create up to one cubic meter of whatever mundane material or object is written on the tablet. This also includes mundane forms of life, including humans.

[Seal of Solomon] Forged in heaven and handed down to king Solomon of Israel by the archangel Michael, the Seal of Solomon is an artifact with immense potential, but little power as it is right now. Whenever you encounter a demon or other thing of infernal origin, you can use this ring to take authority over them and bind them to your will, up to 72 at any given time. This works on any demons you encounter, and when shown this ring, they are often temporarily paralyzed with fear at the sight of it. Does not come with any demons.

[Thorns of the Crown] Three unbreakable thorns from the crown put on Jesus Christ's head during the crucifixion. Each holds the ability to perform a miracle attributed to Christ. The first thorn allows you to heal any illness, injury, or disability a person may have by piercing the skin of the afflicted person with the thorn. The second thorn gives its owner the ability to, three times a day, control nature according to the owner's will, such as calming a storm, making food vastly more nutritious, or walking on water, as humbler examples. The last thorn has the ability to, once a year, raise someone from the dead when its holder commands the deceased's body to get up.

Companions

[Free/50/100 CP] Import/Create/Recruit Companions: You may either import or create up to 8 companions for 50 CP per companion, with each companion gaining 600 CP to spend on themselves. You may recruit companions for free, but must pay 100 CP for the more powerful characters. Companions imported/created this way do not gain the item stipend.

[100 CP] The Adventurer: This is someone you will not have any previous history with, but you are bound to be introduced to them while they are making a daring escape or fighting a bad guy. This treasure hunter is a seasoned veteran when it comes to daring escapades. They have a good sense of humor and sarcastic personality, and find it highly amusing seeing you out of your element when in strange situations. Their hidden heart of gold and care for others sometimes shines through, however, when they see injustice or those they care about in danger. Comes with **[Action Hero], [Making it Up], [Jockey], and [Sidearm].**

[100 CP] The Lover: You can decide whether or not you have a history with this person, but no matter what, whenever you're around them, they get a warm feeling and butterflies in their stomach. Their personality will be a perfect complement to your own, and any romantic relationship you have with this person will generally go smoothly, with any bumps along the way not being irreconcilable. Additionally, they appear to be incredibly resourceful, with people constantly underestimating them. Comes with **[Looks], [Underestimation],** and **[Making it Up].**

[100 CP] The Scholar: This young student had once traveled to a different state when they were young, and had picked up a desire to go traveling and do exciting things, so they studied archaeology in the hopes that such a profession would bring them into a life of journey and adventure. The Scholar is a superb student, with fluency in a large number of languages and the theory of archaeology perfected. They are incredibly curious and eager to learn, staring in awe at anything unfamiliar. They also seem to be incredibly lucky, which is good considering they're completely clueless about the world. Comes with **[Archaeology 101], [Plot Armor], and [Linguist] X4.**

[100 CP] The Contact: A fairly wealthy benefactor who has taken a keen interest in your endeavors. They have a deep love for history, run a museum, and will hire you for jobs, should you want them. Sees you as a good friend and, while sometimes a little goofy, will always find a way to pull through for you in the end if you're in trouble and rely on them. Often used to living in comfort with all the amenities of the modern world, they will seem very out of place if you take them on adventures, but they seem to think them good fun on occasion. They have a refined, though good humored personality. Comes with **[Manager],** [**Perfect Ally],** and **[Museum].**

[200 CP] The Lieutenant: A loyal second in command who follows your ideals and orders almost to the letter. The Lieutenant is a surprisingly wise person, as well as a tough, but fair, leader who commands loyalty and the utmost competence of those under their command. Has a strange sense of honor, treating enemies rather well when captured, and can sometimes even be seen helping those around them and, perhaps without even realizing it, imparting profound wisdom and good advice to those who'll listen to them as they go about their work. Comes with **[Cult Following], [Goons] X4, and [Convoy] X2.**

[400 CP] The Magician: The Magician is someone who has studied both magical artifacts and the mysteries of the arcane, and has quite a bit to show for it. They are capable of performing a couple magic feats, and their long term study of magic artifacts has given them an inherent ability to nullify the effects of one so they can further study them. The Magician is an incredibly kind person, who enjoys using their abilities to help those around them, though they seem to get lost in thought when on their own quite often. The Magician tends to be very subtle about when and where they perform actual magic, and has even learned magic tricks, something they find great amusement in doing, to better hide when they are actually doing something supernatural. Comes with **[Occult Power] X6, [Hocus Pocus], and 200 CP for use in the artifacts section.**

Drawbacks

[Free] Young Indiana Jones: Your start date will be altered from 1934 to your choice of one of three other start dates, those being **1908**, when a young Henry Jones jr. was traveling the world with his family, **1916**, when Indiana Jones joined the Belgian Army to fight in the Great War, and finally **1920**, when Indie was studying at Chicago University.

[200/400/500 CP] Powerless: You have had either your out of jump powers or items stripped from you. For an additional **200 CP**, it is both. For another **100 CP**, your warehouse is now inaccessible.

[50 CP] Time Extension: The Indiana Jones series follows the archaeologist through practically his entire life, and considering the fact this jump will normally last only 10 years, you will miss out on so, so much. With each taking of this drawback, your time in the Indiana Jones universe will be extended by 20 years, up to a maximum total of 80 years.

[100 CP] Fly? Yes.: Land? No. Whenever you attempt to fly an aircraft, taking off and flying it has no negative effects, though the second you go to land, this drawback manifests. Each time you try to do so, you completely forget how to do it properly, with crash landings being a common occurrence with you in the pilot's seat.

[100 CP] I HATE SNAKES: Well, it doesn't necessarily have to be snakes, but there is an animal out there of your choice that you will be deathly afraid of. Don't think you can choose something like a fish and avoid the ocean, or pick a rare endangered bug either, as for some reason you have an unfortunate knack for running into these creatures regardless of where you are. You may take this perk twice.

[200 CP] A Shadowy Reflection: You now have a rival who is equally good in whatever it is that you are planning to focus on doing during this jump, and unfortunately, this is not a healthy, friendly, rivalry. They seem to have the need to constantly get in your way, try to take advantage of your achievements, and one-up you. To make things worse, they are not afraid of using underhanded tactics to do so. On the bright side, at least they're only rivaling you in one area.

[200 CP] Lost Love: You can't seem to catch a break in the romance department, can you? If you take this drawback, every long-term romantic relationship you get into seems to end soon after and sometimes in disaster. Perhaps your lover was actually a spy with no feelings for you, or perhaps it was nothing more than you two having a falling out. Regardless, long term romantic relationships never work out for long for you now. Prepare for loneliness or heartbreak if you take this.

[400 CP] Wrench: It seems that now, whenever you make a plan, something will invariably always go wrong, no matter how foolproof the plan may be. Maybe your friend is captured, the enemy spots you sneaking into their base, for example. These constant wrenches thrown into your plans can vary from being massive or minor, but either way, they aren't impossible to recover from, with the right ingenuity and quick thinking, it will just make getting things done a hell of a lot harder.

[400 CP] Indiana Jumper: Indiana Jones doesn't exist in this altered timeline, meaning that a *lot* of things could go very wrong, or at least really wonky, for the world if you don't intervene, such as the Thuggee Cult rising to power, the Nazis gaining both the Ark and the Holy Grail, thousands more soldiers dying in the Great War, and a whole lot more things both big and small. You may optionally choose to actually be Indiana Jones, if you want.

[600 CP] Arrogance: The Ark of the Covenant? It's all religious superstition! Open the thing so we can be on our way! Booby traps? Don't be ridiculous! Those primitive ancients couldn't have created such long lasting and complex things! You think very, very highly of yourself, to the point that your common sense can be overridden by this sense of arrogance. This can be particularly dangerous in this jump, where such arrogance can lead to messing with things beyond your understanding, which often leads to death or worse.

[600 CP] Declaring War: It would seem that one of the most powerful nations or organizations present in the jump has literally declared war on you, and will expend a good deal of resources in order to make sure you are either dead, or at least do not get in their way, if you're very lucky. Some examples of the type of entity that will come after you would include things like the United States, Nazi Germany, Soviet Russia, the British, or even the bloody Catholic Church.

Scenarios

Failure in a scenario will not constitute chain failure, however you will not gain the rewards that you would have on a successful completion of a scenario.

Raiders of the Lost Spark

It would appear that a Spark has materialized in a temple dedicated to the benefactor, jumper. It's been here for quite some time, and now several major powers including Germany, the United States, and the Russians have caught wind of it, and are going to join you in the pursuit of this incredibly powerful item. For this scenario, you must track down the Temple of the Spark, survive the traps of the temple, and take it before anyone else gets the chance, and believe me, the others in pursuit will fight like hell to get to it first, if Indie's adventures are anything to go off of. At least there's a chance they will be fighting each other as well, I suppose. There is a slight complication, however, as you are stripped down to only what you purchased in this jump, with the exception of quality of life perks, while your body-mod has been limited to peak human levels. Should anyone other than you get to it first, their non-jumper bodies will not be able to handle its power, and both the Spark and the holder will be annihilated. This scenario can be returned to to be started at any time between jumps, if you desire. Assuming you successfully completed the scenario, your reward is as follows.

The Spark: The thing all jumpers will one day receive upon completion of their chains. You have gained the spark, which bestows upon you the ability to do three things. Firstly, you can now travel to and from previous universes you've been to at will. Secondly, you are now able to bring other people to different universes at your discretion. Lastly, you are now able to travel to brand new universes by your own power. Congratulations, Jumper!

The Artifact War

Your goal in this scenario is simple at first glance, make sure that the side you pick in World War 2 wins, though if you think you can just choose the historical victors and sit back and wait for your inevitable victory, you're sorely mistaken, as now each participant nation in this massive conflict has harnessed the might of several powerful artifacts for use in the coming war. Each side is now near equally balanced in terms of odds of victory, so now it'll be up to you, and those like you, to tip the balance in either side's favor. If you start during the Young Indiana Jones Chronicles, you automatically take the time extension drawback (with points) enough times to get to 1945. Assuming you have completed the scenario, your reward will be as follows.

Spoils of War: You gain the strongest artifact of one of these nations.

United States: [Hammer of Hephaestus] A tool said to be owned by the Greek forge god Hephaestus. Gives its wielder, once a year, the ability to design something of their choosing, so long as it's possible for them to do so. The U.S. has already chosen advanced prosthetics for year one. Currently in use at the Dept. of Military Artifacts.

USSR: [Seven League Boots] A pair of boots that can shapeshift to a pair of the wearer's liking, and also allows the wearer to safely teleport anywhere within 21 miles of their current location, thrice a day. Currently in the possession of an NKVD agent.

Britain: [Galatine] The holy sword of Sir Gawain of the Round Table. Legends say that it is strongest when there is ample sunlight, and what is meant by that, is that when the sun is at its highest point, its wielder can point the sword at a target, and Galatine will call down a massive torrent of solar energy on it. It is held by the British Military.

Germany: [Water of Mimisbrunnr] A small vial containing water supposedly from the well, Mimisbrunnr. When consumed, it will give the drinker the solution to the question that they think of while drinking, within reason. The vial is enchanted to refill its magical water weekly. It is held within the Wolf's Lair by German High Command.

Japan: [Tide Jewels] Magical gems said to have been used by the Japanese sea god to control the tides. They grant their wielder full control of the motion of the sea, creating calm tides for allies and deadly conditions for enemies. Held on the IJN Yamato.

Italy: [Ancile] A shield said to have been owned by the god Mars and once held within the Roman Empire. Gives a nation's soldiers far greater strength, discipline, and endurance, so long as it is within that nation's possession. Currently in a vault in Rome.

Beaten to the Punch

(Requires a Lead Purchase)

It would seem that Dr. Jones has learned about an artifact, and has made it his number one goal to get it into a museum before anyone has a chance to keep it for themselves. There's just a slight problem, however, as this artifact is actually one of the ones that you purchased from the artifacts subsection. You may choose whichever one he is now going after, but be warned, if he gets to it first and gets it to the National Museum, you will no longer have the chance of getting that item back for yourself, regardless of whether the jump is over or not. All you must do to successfully complete this scenario is get the artifact before Jones does. Additionally, any abilities that would get you to it instantly are now disabled, and you can't simply kill Jones. You can capture him, but that's it. You'll be getting to your prize the hard, old fashioned, way. The race is on, so good luck, Jumper! Assuming you have successfully completed this scenario, your reward is as follows.

The Artifact: A fairly simple prize, all things considered, but one that can be very rewarding, depending on how much you were willing to gamble. You gain the artifact from the artifact subsection that you raced Indie for for free!

Ending:

You’ve made it to the end. Congratulations! Now it's time to make that same old choice.

Stay: You can choose to stay here and keep looking for amazing treasure if you like. Hopefully you changed this world for the better during your stay.

Go Home: Tired of all these crazy adventures? Well, if that's the case, you can finally return home.

Move On: This world and its history has a lot to offer, but imagine what else is waiting for you out there! You can choose to move on to the next adventure, as always.

Notes

-All Drawbacks may only be taken once unless otherwise stated.

-Unless otherwise stated, any followers lost will respawn at the start of the next jump or once 10 years have passed.

-All items will be returned when lost, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Unless otherwise stated, any personnel or staff given in the items section are to be considered followers.

-Any vehicles, items, or buildings purchased in this jump will retain upgrades and modifications between jumps.

-Buildings, land, and other property, unless stated to have a particular location by this document or in universe, will be placed near your starting location in-jump and can either be placed in a location of your choice post-jump, or not placed at all. This must be decided at the start of the Jump.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

-You can purchase everything multiple times unless otherwise stated.

-All money in this jump is based on its value circa 1934, and will adjust for inflation and currency differences in future jumps.

-For the Artifact War scenario, the countries will only begin to fully understand and use their respective artifacts one year before the war.

-By "within reason" for the Water of Mimisbrunnr, it means it can solve smaller scale or immediate problems, like how to win a battle with minimal casualties, but it cannot answer how to win the entire war.

-When in doubt, fan-wank it.