

Dos Equis: The Most Interesting Man in the World Jumpchain

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There are men. There are legends. And then—[there is the jumper](#).

For ten years, you will live in the Dos Equis world, **not merely existing, but shaping history, elevating culture, and ensuring that the definition of 'interesting' is forever rewritten.**

And when the final moment arrives—when your time in this world is complete—you will not simply leave. *You will depart with the kind of grandeur that makes time itself hesitate before moving forward without you.*

The Dos Equis universe **will remember you**, not as a visitor, but as **the single greatest force of refinement, wit, and legendary prestige it has ever known.**

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When they speak of you, they won't simply say, "Ah, yes, the jumper was here." No. They will say, "We did not understand true greatness until he arrived."

Stay legendary, my friend. The universe demands it. 🍺

You start with 1000 CP.

Origins

Note: all origins are considered drop-ins.

I. The Timeless Wanderer

It is said that the very first calendar was inspired by his travel itinerary. His mere existence altered the course of history, simply because historians couldn't agree on whether he was *before* or *after* recorded time. No one knows where he came from—only that he has always *been*. Some say he was born under a perfect alignment of celestial bodies; others argue that the universe itself adjusted the stars *in his favor*. What is known for certain? Whenever he graces a new world, legends rise, civilizations prosper, and time itself hesitates before advancing, ensuring he has enough time to savor a fine drink.

II. The Rogue Gentleman

He was the kind of man who could **steal the crown jewels**—and then be invited to **return them at a gala held in his honor**. Charismatic beyond reason and impeccable in taste, he danced between high society and the underworld with effortless grace. His foes would tip their hats as he outplayed them, his allies would swear loyalty with a mere glance, and the world itself bent slightly to accommodate his swagger. Now, with unlimited dimensions at his disposal, he does what any gentleman rogue would do—he **sets out to leave every reality just a little more... interesting**.

"He once had an awkward moment, just to see how it feels."

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III. The Legendary Maverick

Some people forge their destiny through sheer force of will. Others become legends by accident. And then there's *him*—a man whose **every casual action** somehow rewrites the very fabric of reality. When he first stepped onto a battlefield, war itself took a long pause, debating whether conflict was even necessary. When he first entered a tavern, drinks became smoother, conversations wittier, and the very concept of “charisma” had to be redefined. Now, as he leaps between worlds, one truth remains: **he doesn't follow fate—fate follows him.**

Locations

North America: From the fog-draped skyline of old Manhattan speakeasies to the untamed frontier where men carve legends into the land, this is a continent where ambition is measured by the strength of one's handshake and the smoothness of one's whiskey.

South America: A land where the rhythm of life is dictated by rolling cigars in candlelit cantinas, sailing upriver with smugglers who speak in riddles, and vanishing into jungles where only the truly bold return with stories worth telling.

Southern Europe: Beneath the golden glow of Mediterranean sunsets, where every conversation carries the weight of history and every sip of wine comes with a knowing glance, you move through grand villas and shadowed alleyways that have mastered the art of intrigue.

Pre-Castro Cuba: In the heart of Havana, where the rum never stops flowing and every night is an invitation to a reckless gamble, you stroll through cigar-smoke-filled rooms where revolution and romance are inevitable, but only the truly interesting survive with both intact.

"If he were to mail a letter without postage, it would still get there."

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Perks

Note: Perks are discounted 50% for related origins.

🎵 "Cue the Music" – The Perfectly Timed Anthem (FREE)

Some men enter a room and go unnoticed. **You?** You stride forward, and the universe itself provides a soundtrack.

With this perk, the unmistakable [Dos Equis theme](#) plays at the absolute **most opportune moments**, ensuring that every action you take carries the weight of **legendary cinematic timing**. It doesn't blast obnoxiously, it slips in *smoothly*, just loud enough for everyone to notice **without quite knowing where it came from**.

The music never feels *out of place*. It's simply understood—**this is the soundtrack of a legend**, and legends **do not require explanation**.

The Timeless Wanderer – Perks of Unrivaled Magnitude


Few men leave a mark on history. Fewer still leave a mark on *reality itself*. These perks embody the essence of the Most Interesting Man in the World, ensuring that wherever he strides, the universe pauses—just long enough to admire his brilliance.


100 CP Perks – Effortless Elegance (The Timeless Wanderer)

☛ **Time Waits for Me** – Clocks, deadlines, and hurried schedules have never been your concern. Wherever you go, time *conveniently* adjusts itself to accommodate your needs. You are never late, *only dramatically on time*.


"His business card simply says 'I'll call you.'"


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 **Perfect Pour** – Whether it’s fine wine, aged whiskey, or an ancient potion from a forgotten civilization, you pour every drink with cinematic precision. The moment the liquid touches the glass, it reaches its **optimal taste**, elevating the experience for all. Even soda tastes *classy* when you serve it.

 **Historically Handsome** – Any civilization, any era, any world—you are the standard for attractiveness. Ancient statues resemble your features, epic poems reference your name, and historians speculate that even the concept of *charm* was designed **with you in mind**.

300 CP Perks – Legendary Presence (The Timeless Wanderer)

 **Quotable by Default** – Every word you speak carries *weight*. Whether delivering a toast or offering simple advice, people remember your words **for generations**. Scholars debate your one-liners, and kings request *transcripts* of your casual conversations.

 **Magnetic Mystique** – Cloaked in an aura of untouchable confidence, you can make an entrance so **effortlessly suave** that even your enemies take a moment to *appreciate* your presence. Wherever you go, curiosity follows—because **everyone wants to know more about you**.

 **Luck Favors the Bold** – Coin flips? Always land in your favor. Dice rolls? Statistically absurd successes. Fate itself *hesitates* before inconveniencing you. If a chance encounter could change your life for the better, you’re guaranteed to be in the right place **at the right time**.

“If he were to mispronounce your name, you would feel compelled to change it.”

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600 CP Perks – Reality-Bending Prestige (The Timeless Wanderer)

🌍 **The World Adjusts to Me** – Upon entering a new world, the very fabric of reality subtly shifts to accommodate your refined tastes. The culture instinctively **develops a sophisticated appreciation for elegance**. The local food improves. The fashion industry suddenly embraces tailored suits. Even untamed wilderness gains a *majestic* air.

🍷 **Toast of the Multiverse** – Wherever you travel, you **automatically** become the most celebrated guest. Banquets are held in your honor, intergalactic diplomats invite you to secret gatherings, and beings beyond mortal comprehension express admiration for your *tastefully confident* demeanor.

🌟 **Destiny's Preferred Choice** – Prophecies, legends, and divine decrees seem to *always* align with your path. If a chosen one is required, the universe simply **assumes it must be you**. Even the gods begin taking notes on how to improve their own presence.


“If he were to pat you on the back, you would list it on your resume.”


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The Rogue Gentleman – Perks of Unmatched Charisma

Some men steal because they must. Others steal because they can. *You?* You steal only because the world itself *subtly* encourages you to do so—with a knowing wink. Whether it's a priceless treasure, the heart of a queen, or the admiration of an entire civilization, you take it with effortless grace.


100 CP Perks – Smooth and Stylish (The Rogue Gentleman)


 **Always Immaculate** – Dust refuses to settle on your coat. Your hair defies the wind's attempt to ruin it. Even after escaping through *questionable* means, you look like you *just* stepped off the cover of a fashion magazine.

 **Winning Hand** – Cards, dice, bets—you never lose when the stakes are *interesting*. Whether it's poker, baccarat, or a **game that the gods themselves invented** just to stump mortals, you **always** play with an edge so sharp it could cut diamonds.

 **Charm is My Currency** – Need passage into a kingdom? Easy. Want access to a secret vault? Done. Wish to be invited to the most exclusive gala? Consider it handled. Your *sheer presence* functions as both invitation and currency.

300 CP Perks – Legendary Swagger (The Rogue Gentleman)

 **Graceful in Danger** – Sword fights feel choreographed. Chase scenes become elegantly cinematic. You could escape from *the most heavily guarded fortress* with style so impeccable that **your pursuers actually applaud** when you vanish into the night.

 **I Know Just the Right Person** – No matter where you are, there's always someone who *owes you a favor*. Whether it's a cosmic entity, a royal advisor, or a bartender with the *exact* information you need, you always know *just* the right individual to call upon.

“Once, a rattlesnake bit him. After five days of excruciating pain, the snake finally died.”

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The Art of the Dance – Ballroom waltz? Effortless. Fencing? Sublime. Improvised escape routines through intricate rooftop pathways? Stunning. You move with such finesse that **even gravity hesitates to interfere with your flow.**

600 CP Perks – Reality-Bending Confidence (The Rogue Gentleman)



World's Most Wanted (In a Good Way) – The moment you step into a world, its rulers, celebrities, and mysterious figures *immediately* take note. Some seek your wisdom. Others plot elaborate ways to impress you. The universe itself ensures **you never go unnoticed.**



Impossible Theft – You can take the **most legendary, most heavily guarded, most *inconceivably protected*** artifact in existence—and make it look like an **effortless sleight of hand.** How? Because the world *wants* you to succeed.



Legends Speak Your Name – History books debate your origins. Myths emerge in your wake. *Even gods take notes on how to be more intriguing.* Your name carries **weight beyond time itself**, ensuring that wherever you go, **you are the standard by which all rogues, charmers, and legends are measured.**

“When he has a 50/50 shot, the odds are 80/20 in his favor.”

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The Legendary Maverick – Perks of Unstoppable Momentum

Some follow the rules. Others *bend* them. You? You simply **inspire** reality to rewrite them in your favor. Whether it's reshaping history with a casual conversation, defying probability with a well-timed smirk, or making the **literal forces of the universe** reconsider their stance on fate, you embody the essence of a true Maverick.

100 CP Perks – Unrivaled Presence (The Legendary Maverick)

🔥 **Momentum is My Middle Name** – Hesitation? Uncertainty? Not for *you*. Whether walking into a high-stakes negotiation or casually stepping into battle, you always **move forward with absolute confidence**, and the world instinctively makes way.


📖 **Written Into the Legends** – Wherever you go, myths **immediately begin forming**. Historians scramble to document your actions, scribes compose poetic accounts of your casual feats, and by the time you've left, textbooks are already debating whether you were **divinely ordained** or just *really, really cool*.


🍺 **The Party Starts When I Arrive** – No matter where you are, the social atmosphere immediately shifts *upward*. Taverns feel livelier, royal galas sparkle with excitement, and underground speakeasies develop an **impeccable selection** just for you. It's as if the world itself *wants* you to enjoy your stay.


“When he drives a new car off the lot, it increases in value.”

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300 CP Perks – Destiny Takes Notes (The Legendary Maverick)


 **Against All Odds (And Winning Anyway)** – The words “that’s impossible” mean absolutely **nothing** to you. If the odds say 1 in a million, you **become the one**. If fate insists something *shouldn’t* happen, reality sighs, shrugs, and **lets you do it anyway**.


 **Confidence Manifested** – You *never* sound unsure. Whether casually explaining complex theories or bluffing your way through something **you just made up**, you **always** sound like an undisputed expert. Scholars reference your words. Leaders use your phrasing. **You define the narrative**.

 **Fortune Favors the Interesting** – Need the perfect escape route? It appears. Looking for *exactly* the right artifact? It's just waiting for you. Whenever the world could provide a *more* stylish opportunity, it does. **You don’t rely on luck, luck relies on you**.

600 CP Perks – Reality Itself Adjusts (The Legendary Maverick)

 **Legendary by Default** – Upon entering a new world, reality **immediately assumes you are important**. Bards start composing ballads before you even *do* anything, rulers invite you for counsel, and the very cosmos itself acknowledges your presence with an air of dignified admiration.

 **Fate? I Have My Own Plans** – Prophecies rewrite themselves to include you. Ancient destinies suddenly factor *you* into their equation. If the universe *intended* for someone else to be the protagonist, it swiftly corrects itself, because **clearly, it meant you**.

 **Iconic Presence** – You don’t just leave an impact—you **define eras**. Civilizations rebrand their entire culture around your influence, philosophical movements arise based on your **casual** musings, and gods quietly adjust their aesthetic **to match yours just a little bit better**.

“He once brought a knife to a gunfight... just to even the odds.”

Items & Artifacts

Note: Items & Artifacts are discounted 50% for related origins.

Unlimited Dos Equis – The Nectar of Legends (50 CP)

This is no ordinary beverage. This is **the** drink, the drink that has graced the hands of emperors, been toasted by celestial beings, and inspired poets to abandon their life's work in pursuit of *just one sip*.

This perfectly chilled, **endless** supply of Dos Equis never runs dry, never loses its crisp perfection, and always appears **exactly** when needed, whether in the heat of battle, at the pinnacle of celebration, or in the quiet contemplation of a *particularly stylish sunset*.

"Most Interesting Moments in the Multiverse" Commercial Package (100 CP)

Some jumpers leave footprints in the sand. *You?* You leave **cinematic masterpieces** in your wake—across dimensions, across time, across **every conceivable reality**.

With this item, every single jump is **immortalized** in an **epic, high-production** Dos Equis commercial, starring *you* as the main character. No matter the world, no matter the adventure, no matter how impossible the scenario—each commercial perfectly blends **suave storytelling, legendary achievements, and an undeniable aura of absolute excellence**.

"When he met the Pope, the Pope kissed his ring."

*Dos Equis: The Most Interesting Man in the World***🌟 Doorway to Dos Equis Earth – Portal to Timeless Refinement (200 CP)**

Some doors lead to ordinary places. *This one?* This **opens directly into an era of effortless intrigue**, where **adventure is second-nature**, fine drinks flow **freely**, and **charisma is an unspoken requirement**.

With the **Doorway to Dos Equis Earth**, you gain access to a world suspended **between mid-20th-century elegance and modern refinement**—a place where every cigar lounge hums with **sophisticated conversation**, where every coastline invites **Hemingway-esque escapades**, and where **the finest suits are tailored with just enough mystique to make history pause for admiration**.

The moment you step through the doorway, **bartenders instinctively prepare your favorite drink**, **scholars pause mid-debate to consider your input**, and **the very concept of adventure shifts slightly to accommodate your presence**.

You do not merely visit this world. **You complete it.** 🍺

“He once taught a German shepherd how to bark in Spanish.”

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Artifacts of The Timeless Wanderer

Throughout history, artifacts have shaped legends. But these? **These are artifacts shaped by you.** Their mere presence causes scholars to debate, warriors to reconsider, and reality itself to **adjust accordingly.**

Lost Map of Wherever You Need to Be

(100 CP - The Timeless Wanderer)

This ancient parchment doesn't show *ordinary* destinations. It points only to **places of importance:** hidden treasures, forgotten ruins, exclusive gala events, or even the exact spot where the most interesting conversations are taking place.

The Duelist's Gloves (300 CP - The Timeless Wanderer)

These elegant gloves transform **any combat** into a **perfectly choreographed spectacle.** Each movement is precise, each exchange *cinematic*, and even your opponents start **adjusting their fighting stance to look more stylish** in your presence.

The Journal That Writes History (600 CP - The Timeless Wanderer)

This seemingly ordinary leather-bound book records events **as they happen**, but with *flawless* narration. Every deed you accomplish is elegantly transcribed, and, somehow, entire civilizations begin **quoting passages** from your exploits long before they were ever shared.

"If opportunity knocks and he is not at home, opportunity waits."

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Artifacts of The Rogue Gentleman

Some rogues work in the shadows. Others slip through the cracks. *You?* You **stroll** through front doors, **toast the guards**, and walk away with the **priceless treasures and the admiration of everyone involved**.

The "Nothing to Hide" Pocket Square (100 CP - The Rogue Gentleman)

A simple yet **immaculately folded** pocket square that holds an *absurd* amount of storage. Need documents? A contract appears, signed in the most **elegant ink**. Looking for a lockpick? It provides **a selection**, each sized for different levels of difficulty. Need an *immediate* excuse for why you're somewhere *you definitely shouldn't be*? The pocket square somehow unfolds into a **flawless invitation** that **completely legitimizes** your presence.

The "Borrowed Indefinitely" Cufflinks (300 CP - The Rogue Gentleman)

These **polished cufflinks** have an *uncanny* ability to acquire **exactly** what you need, when you need it. They don't *steal*, per se—they **simply ensure that every item you "borrow" mysteriously finds its way into your possession without consequence**. Lost artifacts, priceless gems, royal documents, whenever your hands brush against an object, it just happens to become **yours**. Strangely, people rarely mind. In fact, **they often insist you keep it**.

The "Masterpiece of Discretion" Coat (600 CP - The Rogue Gentleman)

A **tailored coat** of **unmistakable sophistication**, woven from a fabric that **adapts perfectly** to every setting. In high society? It exudes effortless refinement. In back-alley dealings? It **casually blends in**, maintaining *just enough* presence to remain important. In moments of escape? It functions **as a cinematic flourish**, allowing you to **disappear** with theatrical excellence—leaving behind only a lingering *sense of mystery* and a faint **whiff of cologne so exquisite that legends are written about it**.

"When he holds a lady's purse, he looks manly."

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Artifacts of The Legendary Maverick

Mavericks don't follow rules, they **redefine** them. Wherever you go, reality **adjusts**, history **takes notes**, and fate **graciously allows you to operate on your own terms**. These items ensure that your legendary reputation remains **impeccable, unforgettable, and effortlessly stylish**.

🕶️ The "Absolutely Necessary" Sunglasses (100 CP – Legendary Maverick)

These sunglasses are **never inappropriate for the occasion**. Boardroom meetings? They radiate *mystique and authority*. Cosmic warfare? *Perfect glare resistance*. Underground poker tournament? The reflection off the lenses *casually reveals your opponents' bluff*. Even in pitch darkness, these shades somehow **adjust perfectly**, maintaining your **undeniable cool factor**.

🎲 The "Chance? I Make My Own" Dice (300 CP – Legendary Maverick)

This **pristine set of dice** defies statistical probability **with style**. Whenever the stakes **could** shift in your favor, they do—graciously. Need a perfect roll? Consider it done. Want to land *just barely* short of perfection for dramatic effect? The dice accommodate. Strangely, *no one ever questions it*. If challenged, you can casually roll them again—only to somehow land a result **even more impressive**.

👔 The "Destiny's Preferred Choice" Jacket (600 CP – Legendary Maverick)

This **tailored masterpiece** subtly influences **the very concept of fate**. Whenever worn, you find yourself in **exactly the right place, at exactly the right time**, as if **reality itself acknowledges your importance**. Prophecies **spontaneously adjust** to factor you in. Legendary figures **pause mid-sentence** upon seeing you, suddenly convinced that **your presence is critical to their grand quest**. Even abstract cosmic forces whisper among themselves, realizing that, perhaps, **you were the missing piece all along**.

"Cars look both ways for him, before driving down the street."

Drawbacks

"Exclusive Partnership with Fate" (100 CP)

For **ten long years**, every sip, every toast, every celebratory drink is **only Dos Equis**.

- **Morning coffee? No, just morning Dos Equis.**
- **Fine wine at an elegant gala? No, only Dos Equis, perfectly chilled, yet completely out of place.**
- **Hydration? Somehow, Dos Equis still finds a way to be involved.**

Even when you **try** to drink something else—water, cocktails, champagne—the moment the glass reaches your lips, **it is inexplicably, impossibly, Dos Equis**. Bartenders, restaurants, even nature itself conspires to ensure that **no other liquid ever reaches you**.

By year five, **you stop questioning it**. By year eight, **you accept your fate**. And by year ten? **You are not merely drinking Dos Equis—you have become Dos Equis.** 🍻

*Dos Equis: The Most Interesting Man in the World***Drawbacks of Unrelenting Fame – When Glory Turns to Madness**

Fame is intoxicating—but when **it becomes inescapable**, something **shifts**. Your presence is undeniable, your legend too great to ignore—but now, **something sinister lurks beneath the admiration**.

"The Whispering Walls" (100 CP)

You walk into a room, a bar, a quiet villa—the location doesn't matter. The **walls know you**.

- **Soft murmurs** slip into your ears, unintelligible at first, but unmistakably speaking your name.
- **Portraits shift slightly when you're not looking**—always angled to follow your movements.
- **At least one book in every library contains a story suspiciously mirroring your life**, down to **events that haven't even happened yet**.

Worst of all? **No one else notices**. They simply nod, smile, and **accept that you are celebrated, even when the world itself seems to be watching you**.

"The Fans That Don't Sleep" (300 CP)

At some point, **adoration ceases to be admiration and instead becomes an obsession**.

- No matter the hour, **someone is awake thinking about you, documenting your life, ensuring your legend never fades**.
- **Every newspaper cover features your name**, even when there's **no apparent reason for it to be news**.
- If you sit alone for a moment, **you can feel eyes on you**—not in a crowded room, but in places that **should** be empty.

Your admirers never rest. **They do not sleep. They do not stop**. And when you try to ignore them, reality itself **ensures you never do**.

*Dos Equis: The Most Interesting Man in the World***"You Cannot Leave" (600 CP)**

Time should move forward. **You should be allowed to fade when you choose.**
But now? **The world refuses.**

- **If you try to disappear, landmarks materialize in your honor.**
- **Any attempt to erase yourself is met with resistance—documents reappear, statues are built, whispers claim you were "never meant to be forgotten."**
- **People who never met you remember you vividly, as though you were always part of their history.**
- **If you stop speaking, someone, somewhere, will echo your words—carrying your voice even when you refuse to use it yourself.**

Your fame is **no longer admiration, it is permanence.** You cannot leave, because the world **has decided you must remain.**

*Dos Equis: The Most Interesting Man in the World***Drawbacks of Obsession – When Admiration Turns Dangerous**

Fame is a double-edged sword. While most admirers celebrate your legend, some take their devotion to **terrifying extremes**. These drawbacks explore the physical dangers and creeping paranoia that come with being **too interesting for your own good**.

"The Persistent Shadow" (100 CP)

No matter where you go, **someone is always following you**.

- **You never see their face**, but you catch glimpses—a figure in the crowd, a shadow in the corner of your eye, a silhouette disappearing around the corner.
- **They leave subtle signs of their presence**—a drink ordered in your name, a note left on your table, a faint whiff of cologne that matches your own.
- **They never approach**, but their presence is constant, gnawing at the edges of your peace of mind.

You can't shake the feeling that **they're always one step behind**, waiting for the perfect moment to make themselves known.

"The Dangerous Admirer" (300 CP)

One fan has taken their obsession to **deadly extremes**.

- **They believe they are your equal—or worse, your replacement**. They are convinced that **to truly honor you, they must surpass you**—even if it means **eliminating you**.
- **They leave cryptic messages**, challenging you to games, duels, or tests of wit, always escalating in danger.

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- **They know your routines, your preferences, your weaknesses,** and they use this knowledge to **set traps that force you to confront them.**

You can't predict their next move, but you know one thing: **they won't stop until one of you is gone.**

"The Cult of Devotion" (600 CP)

Your fame has spawned a **fanatical cult**—and their love for you is **anything but harmless.**

- **They believe you are a divine figure,** and they will do anything to prove their devotion—even if it means **removing anyone they see as unworthy of your presence.**
- **They follow you everywhere,** chanting your name, blocking your path, and **demanding your acknowledgment.**
- **Their actions grow increasingly dangerous:** kidnapping those close to you, sabotaging events you attend, and **creating chaos in your name.**
- Worst of all? **They believe they are protecting you.** Any attempt to stop them only fuels their belief that **you are testing their loyalty.**

You are no longer just a legend, you are their obsession, and their devotion threatens to consume everything around you.

*Dos Equis: The Most Interesting Man in the World***Drawbacks of Resentment – When Envy Turns to Terror**

Your legend is too great, too effortless—too **unfair** in the eyes of those who wish they could be you. Their jealousy festers into **something dangerous, something relentless**, a force that twists admiration into obsession and obsession into vengeance.

"The Eyes That Never Blink" (100 CP)

You feel it **before** you see it—the unnerving sensation that **someone, somewhere, is watching you.**

- **Every crowded room contains at least one pair of eyes locked onto you**, their gaze unwavering, their expression unreadable.
- **Mirrors sometimes reflect figures that *shouldn't* be there**, standing just out of reach, **watching... waiting.**
- **Notes appear in your pockets, your hotel room, your desk—cryptic, scrawled messages demanding to know why *you* were chosen for greatness.**
- **The whispers are growing louder**—from alleyways, from street corners, from behind closed doors. Someone is **keeping track of your every move.**

They don't approach. They **just observe.** But you know—**one day, they will.**

"The Ones Who Want You Gone" (300 CP)

At first, they were **just jealous.** But now? **They want you erased.**

- **A group—organized, ruthless, relentless—has formed solely to ensure your legend ends.**
- **They know your habits, your weaknesses, your escape routes.** Every **minor inconvenience** is engineered, each event **carefully disrupted**, forcing you **into their ever-tightening trap.**

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- **Fake rumors spread like wildfire, attempting to tear down your reputation, turn the world against you, and strip you of the power you never asked for.**
- **Attempts to reason with them fail—because their hatred is not rational.** They do not want justice. **They want you gone.**

You don't know their full plan. You only know that **they are getting closer.**

"The Doppelgänger That Shouldn't Exist" (600 CP)

There is **another you.**

- **At first, it's just whispers—a man who looks like you, speaks like you, walks like you. A perfect imitation, existing in places you've never visited.**
- **Then, sightings become unavoidable.** People claim they **just saw you somewhere else—doing things you never did, saying things you would never say.**
- **Photographs appear—your face, but not your eyes. Something is wrong.**
- **Then, the real horror begins.**

They start **stealing your life**, replacing you, turning your legend **into their own—until the world no longer knows which one is the real you.**

And the worst part? **You can't prove that you're the original.**

Because **they know every detail, every story, every movement.**

And they are smiling just like you.

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Drawbacks of Suspicion – When Charm Gets Mistaken for Espionage

A man **this interesting** doesn't just attract admiration—he attracts **attention**. And in the eyes of law enforcement and security organizations, **attention** equals **suspicion**.

"Too Smooth to Be Innocent" (100 CP)

You don't commit crimes. **You don't need to**. But unfortunately, **the sheer ease with which you navigate the world** makes authorities deeply uncomfortable.

- **Cops always assume you're up to something**—whether it's slipping effortlessly past security, gaining VIP access *without* credentials, or simply **being too composed in stressful situations**.
- **Random stops happen far too often**—airport security, border patrol, even casual street patrols—all because **you "look like someone who knows too much."**
- **Surveillance follows you constantly**—not because you've done anything illegal, but because your presence **violates the natural order of mediocrity**.

You are not a criminal. **But the world refuses to believe it.**

"The Authorities Are Watching" (300 CP)

Somewhere, an intelligence agency has decided **you're dangerous**.

- **Your name is flagged in international databases**, linked to **suspected espionage, untraceable transactions, and unconfirmed reports of you appearing in multiple places at once**.

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- **Border crossings become nightmares**, filled with interrogations where officials seem deeply convinced you know *something*—even if they can't prove what.
- **You start noticing familiar faces everywhere**—agents tailing you, disguised as tourists, businessmen, even bartenders. They **don't believe your innocence**, because to them, no one this charismatic is *just a regular person*.

Every conversation, every transaction, every step you take is monitored. **Your legend has become a liability.**

"The Global Manhunt" (600 CP)

At some point, the world **stopped assuming you were suspicious**—and started actively **hunting** you.

- **Multiple governments have declared you a rogue operator.** Your name is whispered in **classified intelligence briefings**, and **your image flashes across high-security alerts**.
- **Bounty hunters, spies, and black ops teams are sent to "neutralize the threat"** which, unfortunately, means *you*.
- **Every place you visit quickly becomes compromised**—because no matter where you go, **your arrival sets off alarms in agencies that should have no reason to know who you are**.
- Worst of all? **You have no idea why they're so convinced you're a global threat.**

You are no longer *avoiding* suspicion. You are **fleeing for your life**—because somewhere, powerful forces have decided that **you cannot be allowed to exist**.

Conclusion

Congratulations, my friend. You have walked through **ten years of legend**, sculpting history with a well-placed smirk, refining culture with a single raised glass, and ensuring that **every moment you graced became something worth remembering**. Entire nations have adjusted their policies to align with your wisdom, artists have struggled to **capture your presence without diminishing its brilliance**, and scholars now debate whether your **era was an event in time or a fundamental shift in reality itself**. The world of Dos Equis Earth will **never be the same, because you were here**.

And now, the only question that remains is shall you: **Go Home, Stay Here (+1000 CP), or Move On?**

Stay legendary, my friend. The multiverse demands it. 🍺

Addendum

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